

KRELL SOFTWARE

presents for

TRS-80, APPLE II, APPLE II +
and PET

1. COLLEGE BOARDS

The best way to sharpen your skills for the College Board SAT Exams is to work on actual examinations. Each of these 4 programs confronts the user with a virtually limitless series of questions and answers. Each program is based on past SAT exams and presents material of the same level of difficulty and in the same form as used in the verbal and mathematics portions of the College Board Examinations. Scoring on each exam is provided in accordance with the formula used by College Boards - 1. College Board - Vocabulary, 2. College Board - Word Relationships, 3. College Board - Math, Part A, 4. College Board - Math, Part B.

2. TIME TRAVELER

The best of the adventure games. Confronts player with complex decision situations and at times, the demand for real time action. Using the Time Machine, players must face a challenging series of environments that include; the Athens of Pericles, Imperial Rome, Nebuchadnezzar's Babylon, Ikhnaton's Egypt, Jerusalem at the time of the crucifixion, The Crusades, Machiavelli's Italy, the French Revolution, the American Revolution, and the English Civil War. Deal with Hitler's Third Reich, Vikings, etc. At the start of each game players may choose a level of difficulty... the more difficult, the greater the time pressure.

3. SWORD OF ZEDEK

Fight to overthrow Ra, the Master of Evil. In this incredible adventure game, you must confront a host of creatures, natural and supernatural. To liberate the Kingdom, alliances must be forged and treasures sought. Treachery, deceit and witchcraft must be faced in your struggles as you encounter wolves, dwarves, elves, dragons, bears, owls, orcs, giant bats, trolls, etc. Each game is unique in this spectacular and complex world of fantasy.

4. ELECTORAL COLLEGE 1980

The Tool for forecasting the outcome of the 1980 Presidential Election. Will it be CARTER? REAGAN? ANDERSON? or will the election be forced into the House of Representatives? This program, developed by a professor of Political Science is built to be used in two ways;

1. During the political campaign prior to the election and,

2. On Election Night, as the partial returns roll in on network news.

Using the state by state data on previous elections that the program provides, the user inputs his own estimates of each candidate's chances of victory in each state. By simulation, sample elections are run and probabilities calculated to determine the likelihood that CARTER, REAGAN, OR ANDERSON is victorious. Also, the likelihood that no candidate secures a majority of the vote and the election goes to the House is

calculated. Many options make it easy to include additional candidates (if desired) to alter estimates rapidly as new information becomes available and to expand the simulation and thereby extend the precision of results.

ELECTORAL COLLEGE 1980 is both a serious tool and incredible fun to use.

5. ALL TIME SUPER STAR BASEBALL Performance is based on the interaction of actual batting and pitching data. Players select rosters and lineups and exercise strategic choices including base stealing, pinch hitting, bunting, intentional walks, hit and run plays, etc. Games include double plays, wild pitches, infield errors, hit batsmen and pick-offs.

ALL TIME SUPER STAR BASEBALL includes data on 50 of the best batters and pitchers since 1900. Games can be played by one or two players, with the computer acting as a second player when desired.

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SUPERSTAR BASEBALL includes data on 50 of the best players of the past decade. Games can be played by one or two players, the computer acting as a second player when desired.

7. HOSTAGE Negotiate and/or stage military raids in this contest between the Authorities and the Terrorists. At the start of each turn, the Terrorists select their target; choosing to seize Hostages at Foreign Embassies, the U.N. Building, Airlines, Hospitals, School Buses, or even Nuclear reactors. During play, Terrorists and Authorities have ample opportunity to bargain and double-cross each other. As in real life, public opinion counts and shapes the player's actions. Players have a dramatic and realistically wide range of tactical options. This game accurately reflects the intricacies of threat, promise, and all facets of negotiation.

8. PRIME TIME Players compete as network executives. Each selects T. V. Shows for competing time slots. Choose from a wide range of programs including sitcoms, dramas, soaps, westerns, sci-fi, news and documentary shows, etc. Up to three players compete for ratings and advertising revenue. Program simulates fan loyalties and industry events including FCC rulings and criticism from various civic groups. Exciting and realistic.

9. BANZAI A dynamic combat version of **Go**. Exciting, easy to play, yet strategically complex. Uses simple probabilistic rules for determining the winner in combat situations. Attack, and defend, while trying to capture prisoners and territory.

10. BANZAI II The same as **BANZAI** but has terrain features and an added dimension of strategic complexity.

11. SUPER BANZAI BANZAI for up to 4 players.

**ALL TIME
SUPER STAR BASEBALL**

Sample Lineup

B. Ruth	T. Williams
L. Gehrig	J. Fox
J. DiMaggio	H. Greenberg
J. Jackson	R. Hornsby
G. Sisler	H. Wilson
S. Musial	B. Terry
T. Cobb	M. Mantle
W. Mays	H. Aaron
C. Young-P	W. Johnson-P

SUPER STAR BASEBALL

Sample Lineup

D. Parker	J. Rice
W. Stargell	H. Aaron
W. Mays	L. Brock
P. Rose	R. Carew
C. Yazstremski	R. Allen
O. Cepeda	H. Killebrew
W. McCovey	R. Leflore
R. Jackson	R. Zisk
G. Brett	B. Madlock
R. Guldry-P	T. Seaver-P

12. BULLS AND BEARS Financial investment game for up to six players. Make a fortune by correctly using the news bulletins and rumors central to this fast moving game. Stocks range from the speculative and highly volatile to the more staid. The Wall Street Bulletin reports run the gamut from general economic trends to new technology, discoveries, disasters and even the doings of the Ayatollah.

13. BLACK DEATH Fight the spread of this deadly plague! A challenging game for one or more players. Players compete by choosing who to inoculate as they fight the spread of the Black Plague.

14. STAR CLIPPER Sophisticated interplanetary trading game. Profit from technical change and discovery, exploit planetary scarcities, shape your buying and selling strategies as new planets are discovered and opportunities revealed. You must strive to avoid space-time warps and a host of lesser dangers as you ply the galactic trade routes. Players (up to 6) must navigate and trade as prices change and obstacles are met. Beware the space pirates!

15. BLACK GOLD Strike oil and build your own petroleum empire in this exciting simulation of the world of oil. Up to 4 players strive to dominate the oil market. Options must be bought, wells drilled, and marketing strategies chosen. Players face a host of problems in this simulation. These range from uncertain geological and price conditions to labor strikes, the impact of natural disasters, and perhaps most troublesome, the demands of El Supremo, a greedy potentate and ruler of some of the best territory for oil exploration.

16. PRIMARY FIGHT A Political-Math game in which up to 6 players compete for the nomination of their party. Results depend upon campaign strategy and mathematical skill.

17. TYGER A stunning combination of Chess and Go. Combines the dynamic mobility of Chess with the tactical intricacy of Go. Up to 4 players compete to control the central city as they vie for prisoners and strategic bases from which to mount their assaults. A unique combat game, a peerless combination of speed and complexity which can only be appreciated in the heat of battle.

18. TYGER II TYGER with variable terrain features for an added dimension of strategic complexity.

PROGRAMMERS

We are constantly seeking to improve the quality and variety of our program offerings. If you have an original and exciting program for the TRS-80, Apple, or PET - we would like to evaluate it for possible inclusion in our software line. We will pay royalties of 25% for such programs. If you are interested, please contact us!

Notes: All programs require 16K. All Apple programs require APPLESOFT BASIC. TRS-80 programs require Level II Basic. TRS-80 is a trademark of the Tandy Corp. Apple II and Apple II plus are trademarks for Apple Computer, Inc. PET is a trademark of the Commodore Corp.

WORD GAMES

19. **WORDSWORTH** Up to 4 players compete to form words out of the letters they hold. Similar to the famous board game but with many new and exciting twists;

- a. Letter values change from game to game.
- b. Bonus points depend on word length and,
- c. Most challenging; play may proceed in accord with several grammatical options. . .

- 1. nouns only
- 2. verbs only
- 3. randomly selected parts of speech
- 4. parts of speech to fit special stories (these stories are revealed only when all the missing words are played)
- 5. unrestricted - anything goes

20. **HARDSCRABBLE** A challenging wordsearch game for up to 4 players. Players compete for points by forming words in any direction. Skillful play can produce double, triple and even higher multiple word score bonus points.

21. **QUOTE** Players (up to 6) compete to identify cryptographic quotations. Various levels of difficulty can be selected. Hints are automatically given as needed. This game is not only fun but educational.

BIBLE QUOTE

"I am the Lord thy God. . ."

SHAKESPEARE QUOTE

"To be or not to be. . ."

BILL OF RIGHTS QUOTE

"Congress shall make no law . . ."

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Requested through creative computing

